



CHARACTER TRAITS

Assist [Marbles]

While attacking an enemy model engaged by the named friendly model, this model gains +1 TAC and +1 DMG to playbook damage results.

● Linked [Harmony]

When this model's activation ends, the named friendly model may immediately take its activation if able to

Poised

Once per turn this model may declare a Counter-Attack without spending MP.

LEGENDARY PLAY

Topping Out! [6" Pulse]

Choose one effect:

- Friendly models within this pulse gain +1 ARM
- Friendly models within this pulse are allocated 1 influence

Castellyian, Human, Female, Central Midfielder, Captain



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CHARACTER TRAITS

Knockback

When this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 1" push directly away from this model. This model may then make a 1" dodge directly towards the enemy model.

This model may ignore the first push that it suffers each turn.

Tough Hide

This model suffers -1 DMG from enemy plays and playbook damage results.

LEGENDARY PLAY

Hammer Time! [6" Aura]

When another friendly guild model starts its activation within this aura, the friendly model may choose one of the following benefits:

- +2"/+2" MOV
- +1 DMG to Playbook damage results

Raed, Human, Male, Attacking Midfielder, Captain



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Dummy Pass Target other friendly guild model may make a 4" dodge.

Towering Presence

4" aura. While within this aura, other friendly guild models may spend 1 less MP to use Pass & Move or make a Snap Shot.



CORBELLI

CHARACTER TRAITS

Close Control

This model may ignore the first tackle playbook result that it suffers each turn.

Making Space

While this model on the pitch, once per activation when a friendly guild model declares a pass, before choosing a target, another friendly guild model may make a 4" dodge. Each friendly model can only dodge once per turn as a result of this trait.

LEGENDARY PLAY

Playing the Game

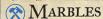
Choose a free ball within 6" of this model. This model immediately gains possession of the free ball.

Figeon, Human, Male, Captain



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CHARACTER TRAITS

Counter-Charge

Once per turn when an enemy model ends an advance within 6" of this model, this model may immediately declare a charge targeting the enemy model without spending influence.

Loved Creature

The first time each turn this model suffers damage from an enemy attack or play, other friendly models gain +1 TAC for the remainder of the turn.



Indar, Animal,



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CHARACTER TRAITS

Extended Reach

During its activation this model's melee zone is 3".

Football Legend [4" Aura]

While within this aura, friendly models gain +1/+1" KICK.

Forceful Blow

When this model makes a successful attack during a charge, after resolving playbook results, the target enemy model suffers a 2" push directly away from this model and 2 DMG.

Raed, Human, Male, Defensive Midfielder, Squaddie



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CHARACTER TRAITS

While attacking an enemy model that is suffering the knocked down condition, this model gains +2 TAC.

When this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 1" push directly away from this model. This model may then make a 1" dodge directly towards the enemy model.

HEROIC PLAY

Protect Those Close [4" Aura]

While within this aura, friendly models gain Sturdy. (Sturdy: Once per turn this model may ignore the first knocked down condition placed upon it.)

Castellyian, Human, Male, Defensive Midfielder, Squaddie



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LUCKY

CHARACTER TRAITS

Raise the Stakes

Once per turn during this model's activation, it may make a 4" dodge. After this dodge is resolved, the opposing player may choose one of their models to make a 4" dodge.

Stack the Deck

Once per turn at the start of this model's activation, if the opposing team has the initiative, this model is allocated 1 influence.

Valentian, Human, Male, Central Midfielder. Squaddie





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